

# MOSJES CARD LIST V3

## MOMENTUM EDITION

### MOSJE CARDS

#### Fighting Type Mosjes

Name	Start MP	Traits	Unique Ability	Flavor Text	Rarity
[Gandoe] The Unpredictable Wizard	10	Physical ★★, Resilient ★, Creative ★★	Chaos Roll: Turn start roll: 1-2 = lose 10 MP, 3-4 = nothing, 5-6 = gain 20 MP and draw 1	Is it a healing spell? A fireball? Not even he knows until it happens!	◆
[Jeffrey] The Strongman	20	Physical ★★★, Resilient ★	Brute Force: All your Quests give +10 MP. Cannot use MP-restoring Piecies	Why heal when you can just hit harder?	◆
[Alyssa] The Bulldozer	0	Physical ★★★, Resilient ★★, Social ★★★	Unstoppable: Draw 2 Piecies choose 1. Quests +10 MP. When lose 30+ MP in one turn, gain +25 MP	She charges into battle with a laugh, getting stronger with every hit she takes	◆◆
[Alyssa] Fissa Fissa!	10	Physical ★★, Social ★★★, Resilient ★	Party Power: Gain +15 MP when you or ally destroys a Place (max once per turn)	Every victory deserves a party, every party needs a fighter!	◆
[AZN Cless] The Wild Card	10	Physical ★★, Social ★★, Creative ★	<b>Risk &amp; Reward</b> (Passive, automatic at end of each turn, no cost): Roll: 1 = discard 1, 2-5 = nothing, 6 = draw 2 and gain 10 MP. <b>SYNERGY - West</b> (Passive, while both active, no cost): Physical Quests give +15 bonus MP and once per turn you may look at top Quest card before attempting. <b>PET</b> <b>SYNERGY - ViannaPoes</b> (Activated by Piecie, costs 15 MP, lasts 2 turns): Reduce MP loss by 50%	Nobody knows what he'll do next... including him	◆
[Michelle] Iron Tuk	0	Physical ★★, Social ★, Resilient ★★	<b>Tough Gamble</b> (Passive, automatic on Quest completion, no cost): Roll: 1-3 = half MP reward, 4-6 = double MP reward. <b>SYNERGY - Gandoe</b> (Activated by Bowie & Stormey Piecie, costs 15 MP, lasts 2 turns, requires both Mosjes active): Reduce all MP loss by 75% (instead of 50%) + gain +15 MP per turn	Go big or go home... usually it's go home	◆
[Parkour West] The Flow Fighter	10	Physical ★★★, Creative ★★, Resilient ★★	<b>Adaptive Combat Flow (Passive, automatic, no cost)</b> : When you complete a Physical Quest, gain +20 MP and your next attack Piecie costs 10 less MP. When you would take 30+ MP damage from any source, reduce it by 20 (once per turn). Cannot be sent to Welloe pile if you have 40+ MP	Every wall is a weapon, every movement a counter-strike	

Name	Start MP	Traits	Unique Ability	Flavor Text	Rarity
[Placeholder 2] The Destroyer	0	Physical ★★★, Resilient ★★	<b>Elimination Strike</b> (Activated, cost: 80 MP, once per game, instant): Send opponent's lowest-level Mosje to Welloe pile		♦♦♦

## Digital Type Mosjes

Name	Start MP	Traits	Unique Ability	Flavor Text	Rarity
[Ronald] The Master Chef	0	Mental ★★★, Social ★★★, Physical ★	Strategic Insight: Once per turn: pay 15 MP to look at opponent's hand and block 1 card type	A perfect dish requires the perfect ingredients... and knowing what your opponent ordered	◆◆
[Ming] The Natural	10	Mental ★★★, Technical ★★, Creative ★★	Lucky Draw: Reveal top card: Piecie = activate free or add to hand. Not Piecie = draw it and gain 15 MP	I literally just showed up and won. Is that weird?	◆
[Ming] The Predictor	20	Mental ★★★, Technical ★★	Future Sight: Look at top Quest card. If you don't like it, pay 10 MP to put it bottom	Seeing the future is easy when you control the deck	◆
[Martin] The Historian	10	Mental ★★★, Technical ★, Resilient ★★	Time Control: Skip Draw to rearrange top 5 of any deck and gain 15 MP. Draw 2 at end turn	Why work hard when you can work smart? Or better yet, don't work at all	◆◆
[West] The Analyzer	15	Mental ★★★, Technical ★	<b>Calculated Guess</b> (Activated, cost: Free, once per turn, instant): Name a card type, reveal top card of any deck. Correct = draw 2 cards + gain 10 MP. Wrong = lose 10 MP. <b>SYNERGY - Cless</b> (Passive, while both active, no cost): Physical Quests give +15 bonus MP and once per turn you may look at top Quest card before attempting	I've calculated every possibility... this should work... probably	◆
[Coert] The Hawaiian Tech Savant	10	Mental ★★, Technical ★★★, Social ★	<b>Extra Resources</b> (Activated during Draw Phase, cost: 10 MP per use, no limit per turn): Draw +1 card. <b>SYNERGY - Binti</b> (Passive, while both active, no cost): Gain DOUBLE MP from all Food Piecies (Kannetje Melk, Broodje Döner, Ronald Kip, etc.)	Aloha spirit meets silicon efficiency	◆
[...] The Hacker	15	Mental ★★★, Technical ★★	<b>System Hack</b> (Activated, cost: Free, once every 5 turns, instant): Look at top 3 of any deck, rearrange them, and gain 10 MP	Access granted. Reality.exe is now running under my parameters	◆
[Jeffrey] The Silent Gambler	0	Physical ★★★, Technical ★★, Mental ★★	<b>High Stakes</b> (Activated, cost: X MP [you choose], once per turn, instant): Roll: 1-2 = lose it all, 3-4 = keep it, 5-6 = gain X MP + draw 1. If you win (5-6), your next Quest gives +25 MP bonus	Silent at the table, deadly with the dice	◆◆
[Chris] The All-Rounder	10	Physical ★★★, Technical ★★, Social ★★	<b>Perfect Setup</b> (Activated, cost: Free, once per turn, requires 3+ face-down Piecies, instant): Activate 1 face-down Piecie for free and gain 15 MP. <b>SYNERGY - Youri</b> (Passive, while both active, no cost): You can play Piecies without placing them face-down first (instant activation, still costs MP)	Why specialize when you can master everything?	◆
[Youri]	0	Technical ★★★, Mental	<b>Speed Activate</b> (Activated, cost: 20 MP, limit 3 times per game, instant): Activate a Piecie	Frame-perfect inputs,	◆

The Speedrunner		★★, Resilient ★	the same turn you place it, then draw 1 card. <b>SYNERGY - Chris</b> (Passive, while both active, no cost): You can play Piecies without placing them face-down first (instant activation, still costs MP)	pixel-perfect movement... wait, is this real life?	
[Placeholder 1] The Tactician	15	Mental ★★★, Social ★★, Technical ★	<b>MP Manipulation</b> (Activated, cost: 15 MP, once per turn, instant): Set any Mosje's MP to exactly 60		◆◆
[Placeholder 4] The Drainer	20	Mental ★★, Technical ★★★, Resilient ★	<b>Continuous Drain</b> (Passive, automatic at start of each opponent's turn while this Mosje is active, no cost): All opponents lose 5 MP		◆◆
[FPS Coert]	15	Technical ★★★, Physical ★★, Mental ★★	<b>Headshot Precision</b> (Passive, automatic when completing Physical or Technical Quest, no cost): Roll: 6 = gain +30 bonus MP and target opponent loses 15 MP. <b>SYNERGY - FPS West</b> (Passive, while both active, no cost): When either Mosje completes a Quest, both gain +10 MP. Once per turn, you may force an opponent to reveal their hand	Quick scopes and clutch plays - every shot counts	◆◆
[FPS West]	10	Technical ★★★, Mental ★★★, Physical ★	<b>Tactical Analysis</b> (Activated, cost: 10 MP, once per turn, instant): Look at opponent's hand and predict their next card type. Correct = gain 20 MP, Wrong = lose 10 MP. <b>SYNERGY - FPS Coert</b> (Passive, while both active, no cost): When either Mosje completes a Quest, both gain +10 MP. Once per turn, you may force an opponent to reveal their hand. <b>SYNERGY - Cless</b> (Passive, while both active, no cost): Physical Quests give +15 bonus MP and once per turn you may look at top Quest card before attempting	Analyzing angles, predicting movements, always one step ahead	◆◆

## Artistic Type Mosjes

Name	Start MP	Traits	Unique Ability	Flavor Text	Rarity
[Ronald] The Mastermind	0	Creative ★★★, Mental ★★	Master Plan: Once per game: activate any Piecie from discard pile without paying costs	The greatest artist controls not just the canvas, but reality itself	◆◆
[Jisca] The Maestro	0	Creative ★★★, Social ★★, Mental ★★	Perfect Combo: Activate Piecie roll 4-6 = activate another free. Chain success = opponent loses 15 MP. Chain fail = you lose 10 MP	Every note is a weapon, every performance a battle	◆◆
[Tuk] The Healing Spirit	10	Creative ★★, Social ★★, Resilient ★★★	Once per turn: Gain 25 MP OR add 15 MP to ally + draw 1.  Whenever you gain MP, gain +10 additional MP.	Gentle hands, fierce heart. She mends what others break	◆◆
[DJ 80/20] The Lucky Mixer	20	Creative ★★★, Resilient ★★	Lucky Beats: Reroll any die once per turn. Turn start: gain 10 MP	The beat drops at exactly the right moment... every time	◆
[Coert] KasteLuck	20	Creative ★★, Social ★★, Resilient ★	<b>Morning Luck</b> (Passive, automatic at turn start, no cost): Roll 4-6 = play +1 Piecie this turn for free (no MP cost). <b>SYNERGY - Binti</b> (Passive, while both active, no cost): Gain DOUBLE MP from all Food Piecies (Kannetje Melk, Broodje Döner, Ronald Kip, Varkenspootjes, etc.)	When fortune smiles, she takes full advantage	◆
[Binti] The Sharp Tongue	5	Creative ★★, Social ★★★	<b>Cutting Words</b> (Activated, cost: Discard 1 Piecie from hand, once per turn, instant): Target opponent discards 1 random card and loses 10 MP. <b>SYNERGY - Coert</b> (Passive, while both active, no cost): Gain DOUBLE MP from all Food Piecies (Kannetje Melk, Broodje Döner, Ronald Kip, Varkenspootjes, etc.)	Her words cut deeper than any blade	◆
[Cless] The Teacher	10	Creative ★★★, Mental ★★	<b>Teaching Moment</b> (Passive, automatic when you activate a Piecie, no cost): Roll: 5-6 = draw 1 card and gain 5 MP. <b>SYNERGY - West</b> (Passive, while both active, no cost): Physical Quests give +15 bonus MP and once per turn you may look at top Quest card before attempting. <b>PET SYNERGY - ViannaPoes</b> (Activated by Piecie, costs 15 MP, lasts 2 turns): Reduce MP loss by 50%. <b>PARKEREN DELFT WEAKNESS</b> (Passive, triggered when Parkerden Delft Quest is completed with any Coert on field, no cost to you): Take +20 additional MP damage (psychological fear)	When inspiration strikes, magic happens	◆
[Martin] The Precision Driver	20	Creative ★★★, Technical ★★, Mental ★★	<b>Perfect Line</b> (Passive, automatic when you complete any Quest, no cost): Gain +15 MP. Once per game: Roll at turn start: 4-6 = complete an additional Quest this turn (apex taken!). <b>Pit Stop Strategy</b> (Activated, cost: Discard 2 cards, once per turn, instant): Draw 3 cards and gain 20 MP	Finding the racing line between chaos and control - every millisecond counts	◆◆
[Placeholder 3] The Amplifier	10	Creative ★★★, Mental ★★, Social ★	<b>Power Boost</b> (Activated, cost: 30 MP, limit 2 times per game, lasts 1 turn): All your Mosjes' abilities trigger twice this turn		◆◆◆

Name	Start MP	Traits	Unique Ability	Flavor Text	Rarity
[Coert] Kast-elein	20	Creative ★★, Resilient ★★★, Physical ★★	<b>Immovable Object</b> (Passive, automatic, no cost): Reduce all MP loss by 20 (permanent). When you would take 50+ MP damage from a single source, reduce it to 25 instead (unlimited). You cannot be sent to Welloe pile while you have 30+ MP. <b>Castle Builder</b> (Activated, cost: Free, once per game, permanent until destroyed): Build a "Castle" token. While Castle exists, gain +10 MP at turn start. Opponent must deal 70+ MP damage in one turn to destroy Castle. <b>SYNERGY - Binti</b> (Passive, while both active, no cost): Gain DOUBLE MP from all Food Piecies	Built like a closet - unmovable, unshakeable, unstoppable	♦♦♦
[Tuk "The Builder"] The Sims Architect	10	Technical ★★★★, Creative ★★★★, Mental ★★	<b>Perfect Placement</b> (Activated, cost: 15 MP, once per turn, instant): Look at top 5 cards of your deck, choose 2 and put them in your hand, rest go to bottom. If you choose 2 Piecies, you may immediately place 1 face-down for free. <b>House Design</b> (Passive, automatic at turn start, no cost): You may place 1 additional Piecie face-down this turn (max 2 total). <b>SYNERGY - Gandoe</b> (Activated by Bowie & Stormey Piecie, costs 15 MP, lasts 2 turns, requires both Mosjes active): Reduce all MP loss by 75% (instead of 50%) + gain +15 MP per turn	Every piece in its perfect place - just like her dream houses	♦♦
[Dancing/DDR Chris]	15	Physical ★★★★, Creative ★★★★, Social ★★	<b>Perfect Combo Chain</b> (Passive, automatic when you activate a Piecie, no cost): Roll: 5-6 = activate another Piecie from hand for free (no MP cost). Can chain up to 3 times per turn. <b>SYNERGY - Youri</b> (Passive, while both active, no cost): You can play Piecies without placing them face-down first (instant activation, still costs MP)	Four arrows, perfect timing, infinite style	♦♦

## PIECIE CARDS

Pieces must be placed face-down first and remain face-down for 1 full turn before activation (unless Snelle).

### Momentum-Gaining Pieces

Name	Effect	MP Cost	Req	Rarity
Kannetje Melk	Gain 25 MP to your active Mosje	Free	Any	★★☆ ☆☆
Broodje Döner	Gain 35 MP to your active Mosje	Free	Lvl 1+	★★★ ☆☆
Ronald Kip	Gain 50 MP to your active Mosje	Free	Lvl 2+	★★★ ☆☆
Momentum Boost	Restore 15 MP and your next Quest gives +10 MP bonus	Free	Lvl 1+	★★★ ☆☆
Nature's Gift	Gain 30 MP to your active Mosje. If that Mosje has Resilient ★★+, gain 40 MP instead	Free	Any	★★★ ☆☆
Varkenspootjes	<b>BINTI'S FAVORITE:</b> If Binti is on the field, gain 60 MP. If ANY other Mosje is on the field (not Binti), lose 30 MP instead (Wendy's special dish - only Binti appreciates the unique flavor!)	Free	Any	★★★ ☆☆
Energy Surge	Gain 20 MP instantly. Can only be used if you have less than 30 MP	Free	Any	★★☆ ☆☆
Warm Kannetje Melk	Lose 10 MP but draw 2 cards	Free	Any	★★☆ ☆☆

## Momentum-Draining Piecies (Attacks)

Name	Effect	MP Cost	Req	Rarity
Super Saiyan Mos	Your next Quest drains 25 MP from target opponent	15 MP	Lvl 1+	★★★ ☆☆
Te Hard Gaan	Target opponent loses 25 MP	15 MP	Any	★★★ ☆☆
Momentum Diefje	Steal 20 MP from target opponent and add to your Mosje	20 MP	Lvl 2+	★★★ ☆☆
Snoeiertje	Your next Quest drains 15 MP from opponent, but you lose 15 MP at end turn	Free	Any	★★★ ☆☆
Jantje Jantje...	Name specific card. Reveal opponent hand. Correct = they lose 50 MP. Wrong = you lose 30 MP	10 MP	Lvl 1+	★★★ ☆☆
Dikke Taks	All opponents lose 35 MP. If 3+ opponents, they each lose 40 MP instead. You draw 2 cards	25 MP	Lvl 2+	★★★ ☆☆
Kleine Taks	Target opponent loses 10 MP per turn for 4 turns (total 40 MP). If they complete a Quest during this effect, they still lose the MP at end of turn	15 MP	Lvl 1+	★★★ ☆☆

## Utility Piecies

Name	Effect	MP Cost	Req	Rarity
Gun een Piece	Draw 2 cards from your deck	Free	Any	★★★ ☆☆
Zie je die Dingetjes	Look at top 3 of your deck, pick and draw 1	Free	Lvl 1+	★★★ ☆☆
Slecht Gezet	Destroy active Place card	Free	Any	★★★ ☆☆
Bong Hit Demolition	Destroy Place and draw 2 cards	10 MP	Any	★★★ ☆☆
Redbull	Use Mosje ability twice this turn	20 MP	Lvl 1+	★★★ ☆☆
TweedeKANs	Reroll any die once this turn	5 MP	Any	★★★ ☆☆
Bagga of Greed	Draw 3 cards, then discard 1	Free	Any	★★★ ☆☆
Dubbele Ding	Activate 2 Piecies from hand immediately in sequence	25 MP	Lvl 2+	★★★ ☆☆
TemPiecie	Get any card from the discard pile to hand. Cannot play it this turn	15 MP	Lvl 1+	★★★ ☆☆
Quest Prep	Your next Quest roll gets +2 to the result	10 MP	Any	★★★ ☆☆
MP Amplifier	Your next MP gain is increased by 50%	10 MP	Any	★★★ ☆☆
Mosje Reborn	ONLY if this Mosje has been at that Lvl: Revive Mosje at Lvl 0 with 60 MP, Lvl 1 with 40 MP or at Lvl 2 with 20 MP.  Limit 1/deck	None	Any	★★★ ☆☆
Call of the Welloes	Activate this card by targeting 1 Mosje in your Welloe Mosjes pile; Summon that Mosje.  When this card leaves the field, destroy the Mosje. When the Mosje is destroyed, destroy this card.	None	Any	★★★ ☆☆
Welloe force	Discard 1 card from your hand, redirect Piecie/Mosje's effect(s).	10MP	Lvl 1+	★★★ ☆☆
Afblijven!	Your Mosje cannot lose MP from opponent effects until your next turn	10 MP	Any	★★★ ☆☆
Laat me chillen!	Next time you would lose MP, reduce it by 20	10 MP	Any	★★★ ☆☆
Perfect Setup	Set your active Mosje's MP to any exact value between 60-90 until end of your turn, then it returns to original MP. Enables precise Quest combos	Free	Lvl 1+	★★★ ☆☆
Synergy Field	This card stays on field for 3 turns: All Mosje abilities that restore MP restore +10 additional MP. When effect ends, send this card to discard	15 MP	Any	★★★ ☆☆
Double Trigger	Target Mosje activates their ability twice this turn	25 MP	Lvl 2+	★★★ ☆☆
Chain Reaction	When you activate a Piecie this turn, you may activate another Piecie from hand for free	20 MP	Lvl 1+	★★★ ☆☆

Name	Effect	MP Cost	Req	Rarity
Mosje Shield	This card stays on field for 2 turns: Target Mosje cannot be sent to Welloe pile. When effect ends, send this card to discard	15 MP	Any	★★★ ☆☆
Emergency Swap	Choose any Mosje card from any player's deck or field. Your active Mosje copies and uses that Mosje's ability this turn (you must pay any activation costs required by that ability). The chosen Mosje can still use their own ability normally	30 MP	Lvl 1+	★★★ ☆☆
MP Adjuster	Set your active Mosje's MP to any exact value between 30-100. The MP change is permanent (no reset). Use for Quest requirements or strategic positioning	10 MP	Any	★★★ ☆☆
Shhh, popo komt!	If there are more than 2 Mosjes total on the playing field: destroy the active Place card	Free	Any	★★★ ☆☆
Huisbaas	If any player activated a Substance Piecie their last turn: destroy current Place and search your deck for a Place card to replace it	Free	Any	★★★ ☆☆
Dingetje toch?! (You Know, That Thing!!)	Discard this card: Substitute for ANY card requirement - counts as any named Piecie for effects, any Quest requirement, or any trait level. Universal wildcard	Free	Any	★★★ ★★
Stookerino	Target opponent's Mosje: Reveal their hand to all players and they must discard 1 card of your choice. You gain MP equal to that card's cost. If Binti is on the field, she gains +10 additional MP (Gandoe instigating Binti into mischief)	10 MP	Lvl 1+	★★★ ☆☆
Those Eyelashes Tho...	MARTIN & WEST BOOSTER: If you have any Mosje named "Martin" or "West" (FPS West, Racing West, Historian, Analyzer) on the field: All opponents must discard 1 card, you gain 20 MP, and look at opponent's hand. The mesmerizing blink effect lasts until end of turn - opponents cannot activate Snelle Piecies this turn. If no Martin/West on field, this card does nothing	15 MP	Lvl 1+	★★★ ☆☆
F1 Telemetry Data	RACING WEST SYNERGY: If Racing West is on the field, gain 40 MP and draw 2 cards. Your next Quest this turn gives +20 bonus MP (simulating perfect pit strategy). If no West Mosje on field, gain 15 MP and draw 1 card	10 MP	Any	★★★ ☆☆

## Digital Equipment Piecies (New - Common)

Name	Effect	MP Cost	Req	Rarity
Keyboard	If you have a Digital-type Mosje on field: Gain 10 MP and draw 1 card. Can be combined with Mouse and Controller for enhanced effects	Free	Any	★★★☆ ☆
Mouse	If you have a Digital-type Mosje on field: Gain 10 MP and look at top 2 cards of any deck. Can be combined with Keyboard and Controller for enhanced effects	Free	Any	★★★☆ ☆
Controller	If you have a Digital-type Mosje on field: Gain 10 MP and your next Quest roll gets +1. Can be combined with Keyboard and Mouse for enhanced effects	Free	Any	★★★☆ ☆

## Pet Protection Piecies

Name	Effect	MP Cost	Req	Rarity
Bowie & Stormey	2 turns: Gandoe/DJ/Tuk/Michelle reduce MP loss by 50%. <b>SYNERGY BONUS:</b> With Gandoe + Tuk OR Gandoe + Michelle both on field = 75% reduction + gain +15 MP per turn	15 MP	Any	★★★ ☆☆
Gekke Vogels	2 turns: Jisca reduces MP loss by 50%. <b>SYNERGY BONUS - Alyssa:</b> If both Jisca & Alyssa are on field AND you have both Gekke Vogels + KatjeGang active = 80% reduction + gain +25 MP per turn	15 MP	Any	★★★ ☆☆
KatjeGang	2 turns: Alyssa reduces MP loss by 50%. <b>SYNERGY BONUS - Jisca:</b> If both Jisca & Alyssa are on field AND you have both Gekke Vogels + KatjeGang active = 80% reduction + gain +25 MP per turn	15 MP	Any	★★★ ☆☆
ViannaPoes	2 turns: Cless/Hayabusa reduce MP loss by 50%	15 MP	Any	★★★ ☆☆

## Substance Piecies (High Risk/Reward)

Name	Effect	MP Cost	Req	Rarity
Grammetje Pieter	Roll: 1-3 = lose 15 MP, 4-6 = gain 30 MP	Free	Any	★★☆ ☆☆
Dikke Jonko	You gain 25 MP, each opponent gains 10 MP, all draw 1	Free	Lvl 1+	★★★ ☆☆
Affoe	Target opponent loses 15 MP, you gain 10 MP	5 MP	Any	★★☆ ☆☆
Stripje Bennies	Draw 3 cards but lose 20 MP	Free	Lvl 1+	★★★ ☆☆
Tikker	Gain 40 MP but cannot complete Quests next turn	Free	Any	★★★ ☆☆
Straffoe	All Mosjes lose 20 MP, then complete a Quest immediately	Free	Lvl 2+	★★★ ☆☆
Larry / Zegeltje	Roll: 1-2 = lose 25 MP and discard 1 card, 3-4 = gain 20 MP, 5-6 = gain 40 MP and draw 2 cards. <b>COMBO POTENTIAL:</b> Can be used as requirement for "Larry Temmen Niemand Zeggen" Quest	Free	Any	★★★ ☆☆

## Attack Piecies (Unused)

Name	Effect	MP Cost	Req	Rarity
<b>Continuous Assault</b>	This card stays on field for 4 turns: Target opponent loses 10 MP per turn. When effect ends, send this card to discard	20 MP	Lvl 2+	★★★ ★☆
<b>Harde Didde (Nullification Strike)</b>	Send target Mosje to Welloe pile. Can only target Mosjes with 0-40 MP. Their Level and all MP progress is lost. Limit 1/deck	40 MP	Lvl 2+	★★★ ★★
<b>MP Hemorrhage</b>	Target opponent loses 15 MP now and 15 MP at start of their next turn	25 MP	Lvl 2+	★★★ ★☆
<b>Klaar Met Jou (Execution Order)</b>	Send target Mosje with 0-30 MP to Welloe pile. Their Level and all MP progress is lost. Draw 1 card	25 MP	Lvl 2+	★★★ ★★



## SNELLE PIECIES (INSTANT CARDS)

*Can be played directly from hand at any time, even during opponent's turn.*

Name	Effect	MP Cost	Req	Rarity
FF Haaltje Nemen	Reduce MP loss by 20 (Resilient ★★: by 30)	10 MP	Any	★★★ ★★
Emergency Healings	Restore 25 MP instantly (Resilient ★★: 35 MP)	10 MP	Any	★★★ ★★
Lucky Cón	Reroll dice (Creative ★★★: choose result)	10 MP	Creative ★	★★★ ★★
Counter Strikka	Redirect Piecie to another target (Mental ★★★: draw 1)	15 MP	Mental ★★	★★★ ★★
Perfect Dodge	Reduce 30+ MP loss to 10 (Physical ★★★: to 0)	20 MP	Physical ★★	★★★ ★★
Jammertje Gepakt	Cancel Piecie activation, send to bottom of deck (Mental ★★★: draw 1)	20 MP	Mental ★★★	★★★ ★★
Momentum Rush	Gain 15 MP instantly and draw 1 card	Free	Any	★★★ ★★
Negate Elimination	Negate an effect that would send a Mosje to Welloe pile	20 MP	Any	★★★ ★★
Drain Reversal	Negate MP loss and gain that amount instead	15 MP	Any	★★★ ★★
The Protector	Immune to all MP loss for 2 turns. Limit 1/deck	Free	Any	★★★ ★★
Jeweetniet wie ikben	Negate MP loss your turn + the next players turn.	10 MP	Any	★★★ ★★
Bijna Welloe	When a card effect would send your Mosje to Welloe pile: Negate the effect and set your Mosje's MP to 5 instead. If your Mosje has Resilient ★★★, set MP to 15 instead. Your Mosje cannot be sent to Welloe pile until end of next turn	0 MP	Any	★★★ ★★
Jantje Jantje...	When Bank is the Active Place: Discard 1 card from your hand, target one card and ignore its effect and/or resolve	None	Any	★★★ ★★
Sleutelpuntje	Instantly adjust your MP by ±15 before a Quest roll or ability activation. Quick boost when you need it most	5 MP	Any	★★★ ★★
Dubbele Temminks (Ability Amplifier)	Play when a Mosje uses their ability: that ability triggers twice this turn	20 MP	Lvl 1+	★★★ ★★

## Counter Chain Snelle (New)

Name	Effect	MP Cost	Req	Rarity
Jensen	Ignore a Piecie that specifically targets your Mosje	10 MP	Any	★★★☆ ☆
Frenssen	Cards named "Jensen" are negated. Deal 10 MP damage to player who played "Jensen"	15 MP	Any	★★★★ ☆
Blensen	If any player played Jensen or Frenssen, play this for FREE and ignore any effects targeting you/your Mosje this turn. Otherwise, pay 50 MP to ignore effects targeting your Mosje this turn	50 MP / Free*	Any	★★★★ ★

## PLACE CARDS

Only 1 Place can be active at a time. Cannot be overwritten, only destroyed by effects.

Place Name	Effect	Good For	Bad For	Rarity
The Gym	All lose 10 MP/turn. Fighting gain 25 MP/turn. Physical ★★★ gain 35 MP/turn	Fighting	Others	★ ★ ★
Skiffa	Artistic reroll 1 die. Digital lose 10 MP when activated. Creative ★★★ reroll 2 dice	Artistic	Digital	★ ★ ★
Obby 1	Each Mosje loses 10 MP/turn. Quest rewards give +15 additional MP	Quest-focus	Passive	★ ★ ★
Arcade	Physical trait Mosjes gain +10 MP when they activate Piecies	Physical	Mental	★ ★ ★
Bank chilling	Mental ★★+ gain +15 MP when drawing 2+ cards in one turn	Mental	Physical	★ ★ ★
Zo is Natuur	Resilient ★★+ cannot lose more than 25 MP per turn from any source	Resilient	Aggressive	★ ★ ★
Quest Haven	All Quest rewards +10 MP. Complete 2 Quests in one turn = additional +25 MP bonus	All	None	★ ★ ★ ★
The Void	No MP gained or lost from any source. Quests succeed/fail but give 0 MP	Stalling	Leading	★ ★ ★ ★
Momentum Factory	All Mosjes gain 5 MP at turn start. Can't attack or drain MP	Defensive	Aggressive	★ ★ ★ ★
Coert's Explosive Caravan	Mosjes named 'Coert' gain +20 MP at turn start and can activate 1 Piecie per turn for free	Mosje: Coert	All other	★ ★ ★ ★
The Synergy Chamber	All Mosje abilities are enhanced: dice rolls get +1, MP costs reduced by 5, effects last +1 turn	Ability-focused decks	Passive/Quest-only decks	★ ★ ★ ★
Welloe Graveyard	Cards that send Mosjes to Welloe cost 10 less MP. Mosjes in Welloe cannot be revived	Aggressive elimination decks	Revive strategies	★ ★ ★ ★
The Drain Zone	All MP drain effects deal +10 additional MP damage. All MP gain effects give +5 additional MP	Everyone (universal buff)	None	★ ★ ★ ★
Momentum Stabilizer	MP cannot be adjusted (no ±X effects work). Quests that require specific MP values auto-succeed	Quest-focused decks	MP manipulation decks	★ ★ ★ ★

Place Name	Effect	Good For	Bad For	Rarity
Delluft	At the start of each turn, all players must pay 10 MP (parking fee). If Coert or Binti is on the field, they are exempt from the fee. If Cless or Hayabusa is on the field, they pay 20 MP instead (parking anxiety). When "Parkeren Delft" Quest is completed while this Place is active: gain +30 additional MP	Coert/Binti decks	Cless/Hayabusa decks	★ ★ ★ ★ ★
Dierenasiel (Animal Shelter)	Mosjes named 'Cless' or 'Hayabusa' gain +30 MP at turn start and Physical Quests auto-succeed. All other players: if you don't have a Pet Piecie on field (Bowie & Stormey, Gekke Vogels, KatjeGang, ViannaPoes), lose 15 MP per turn	Cless/Hayabusa + Pet decks	Non-pet players	★ ★ ★ ★
Digital Gaming Stop	When you activate a Digital Equipment Piecie (Keyboard, Mouse, Controller) while this Place is active, gain +5 additional MP. If you activate all 3 Digital Equipment Piecies in one turn: Draw 3 cards, gain 30 MP, and your Digital Mosje can complete 2 Quests this turn (once per game while this Place is active)	Digital-type Mosjes	Non-digital decks	★ ★ ★ ★

# QUEST CARDS

*Shared deck all players draw from. Complete Quests to gain Momentum!*

## Physical Quests

Quest Name	Requirement	Success	Failure	Rarity
Arm Wrestling	Roll: Phys ★ = 5+, ★★ = 3+, ★★★ = 2+	+40 MP	-60 MP	★★
Parkour Challenge	Be able to Pay 10 MP + Roll 4+	+50 MP	-70 MP	★★★
Endurance Test	Have 60+ MP OR Phys ★★★	+60 MP	-70 MP	★★★
Sprint Race	Physical ★★+ auto success	+70 MP	-80 MP	★★

## Mental Quests

Quest Name	Requirement	Success	Failure	Rarity
Strategy Puzzle	Mental ★★ + Discard 1 card	+25 MP	-20 MP	★★
Calculate Odds	Reveal top 3: if 2+ same type succeed	+20 MP	-10 MP	★★★
Master Plan	Mental ★★★ + 3 face-down Piecies	+35 MP	-15 MP	★★★★
Quick Thinking	Roll: Mental ★ = 5+, ★★ = 4+, ★★★ = 3+	+20 MP	-20 MP	★★

## Social Quests

Quest Name	Requirement	Success	Failure	Rarity
Inspire Crowd	Roll: Social ★ = 5+, ★★ = 4+, ★★★ = 3+	+25 MP	-20 MP	★★★
Form Alliance	Social ★★ + Give opponent 10 MP	+30 MP	-20 MP	★★★
Negotiation	Social ★★★ OR discard a Piecie	+25 MP	-10 MP	★★
Team Building	Social ★★+ auto success.	+22 MP	-40 MP	★★

## Creative Quests

Quest Name	Requirement	Success	Failure	Rarity
Artistic Expression	Creative ★★ + Draw 2 cards	+40 MP	-10 MP	★★
Improvise!	Creative ★★★ OR pay 15 MP	+50 MP	-20 MP	★★★
Create Masterpiece	Creative ★★ + 3+ Piecies in play	+60 MP	-20 MP	★★★★
Lucky Break	Roll: Creative ★ = 5+, ★★ = 4+, ★★★ = 2+	+70 MP	-40 MP	★★★

## Technical Quests

Quest Name	Requirement	Success	Failure	Rarity
Debug System	Tech ★★ + Look at top 5 of any deck	+40 MP	-60 MP	★★
Hack Mainframe	Technical ★★★ OR pay 20 MP	+30 MP	-50 MP	★★★★
Build Gadget	Tech ★★ + Activate Piecie this turn	+20 MP	-30 MP	★★★
Precision Work	Roll: Tech ★ = 5+, ★★ = 4+, ★★★ = 3+	+70 MP	-70 MP	★★

## Resilient Quests

Quest Name	Requirement	Success	Failure	Rarity
Survive Storm	Resilient ★★ OR have less than 30 MP	+30 MP	-50 MP	★★
Endure Pain	Lost 25+ MP this turn	+30 MP	-50 MP	★★★
Never Give Up	Resilient ★★★ + Be at Level 1	+40 MP	-60 MP	★★★★
Tough It Out	Roll: Res ★ = 5+, ★★ = 4+, ★★★ = 3+	+80 MP	-80 MP	★★

## Mixed/Special Quests

Quest Name	Requirement	Success	Failure	Rarity
Leap of Faith	Roll: 1-3 = Fail, 4-6 = Success	+60 MP	-20 MP	★★★★
Momentum Master	Have between 80 - 100 MP (Any lvl)	+60 MP	-40 MP	★★★★★
The Gauntlet	Complete 3 different actions this turn	+50 MP	-15 MP	★★★★
Ultimate Challenge	Any trait ★★★ + be able to Pay 30 MP	+100 MP	-50 MP	★★★★★
Speed Run	Activate 2 Piecies this turn	+60 MP	-50 MP	★★★
Sustained Assault	Deal 30+ MP damage to opponents this turn	+50 MP	-30 MP	★★★★
Perfect Timing	Have exactly 75 MP when attempting this Quest	+60 MP	-40 MP	★★★★
Elimination Challenge	Send opponent's Mosje to Welloe pile this turn OR pay 40 MP	+80 MP	-50 MP	★★★★★
Chain Master	Activate 3 Piecies in one turn	+55 MP	-25 MP	★★★★
Synergy Mastery	Activate your Mosje's ability + complete a Quest in same turn	+70 MP	-35 MP	★★★★★
Regelaar	Each player counts their Piecies in play. Target one opponent - if they have MORE Piecies in play than you, they must discard half (rounded down). If they have EQUAL or FEWER, you gain 30 MP. If you have the MOST Piecies in play among all players, gain 50 MP instead	+30-50 MP	-25 MP	★★★★
Late Night Questing	You must have activated at least 2 of the following this game: Keyboard, Mouse, Controller. All opponents without Digital Mosjes must discard 1 card	+50 MP	-30 MP	★★★★
Larry Temmen Niemand Zeggen	You must have Larry (LSD) Piecie on field or in hand. Target one opponent - they guess: "Hand" or "Field". Correct guess = you take 60 MP damage. Wrong guess = you gain 70 MP and they lose 30 MP	+70 MP	-60 MP	★★★★★
Geen Raad? Vraag Aad!	After resolving this Quest: Each player who took MP damage from Quest effects this turn may discard 1 card to regain 40 MP. If the Quest player took 40+ MP damage this turn, they gain 100 MP bonus. Mosjes named 'Gandoe' or "DJ 80/20" get a +10 MP bonus (Aad = Gandalf Van Dyck)	Special	Special	★★★★
Parkeren Delft	Take 60 MP self-damage; remove up to 5 cards from any discard piles from the game permanently.  <b>COERT'S PARKING MASTERY:</b> If you have any Mosje named 'Coert' on field, reduce self-damage to 40 MP.  <b>PSYCHOLOGICAL WARFARE:</b> If any opponent has Cless or	-60, 0, +20 MP	-60	★★★★★

Quest Name	Requirement	Success	Failure	Rarity
	<p>Hayabusa on field, deal +20 MP damage to that Mosje.</p> <p><b>PLACE SYNERGY:</b> If "Delluft" Place is active, gain +30 additional MP after completing this Quest</p>			

*gement!*